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1 Rendering: Texture mapping for view-dependent rendering
Mario Sormann, Christopher Zach, Konrad Karner
April 2003 **Proceedings of the 19th spring conference on Computer graphics**

Full text available: 🔳 pdf(450.87 KB)   Additional Information: full citation, abstract, references

> View-dependent multiresolution meshes allow smooth interactive animation and optionally time-critical rendering of huge geometric data-sets and are therefore an important tool for large-model visualization. So far most viewd-ependent rendering frameworks are restricted to models with a topologically simple texture mapping. Our approach overcomes this restriction with a new texturing technique, which allows texture mapping during the runtime simplification process. In fact, novel algorithm genera ...

> **Keywords**: level of detail, multiresolution meshes, real-time rendering, texture atlas, texture generation, texture mapping

2 Volume rendering II: View-dependent multiresolution splatting of non-uniform data
Justin Jang, William Ribarsky, Christopher D. Shaw, Nickolas Faust
May 2002 **Proceedings of the symposium on Data Visualisation 2002**

Full text available: 🔳 pdf(663.32 KB)   Additional Information: full citation, abstract, references, citings, index terms

> This paper develops an approach for the splat-based visualization of large scale, non-uniform data. A hierarchical structure is generated that permits detailed treatment at the leaf nodes of the non-uniform distribution. A set of levels of detail (LODs) are generated based on the levels of the hierarchy. These yield two metrics, one in terms of the spatial extent of the bounding box containing the splat and one in terms of the variation of the scalar field over this box. The former yields a view ...

3 Appearance-perserving simplification
Jonathan Cohen, Marc Olano, Dinesh Manocha
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: 🔳 pdf(3.66 MB)   Additional Information: full citation, references, citings, index terms

Keywords: attributes, color, maps, normal, parameterization, simplification, texture

4 <u>blue-c: a spatially immersive display and 3D video portal for telepresence</u>

Markus Gross, Stephan Würmlin, Martin Naef, Edouard Lamboray, Christian Spagno, Andreas Kunz, Esther Koller-Meier, Tomas Svoboda, Luc Van Gool, Silke Lang, Kai Strehlke, Andrew Vande Moere, Oliver Staadt
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: <u>pdf(31.68 MB)</u>   Additional Information: <u>full citation, abstract, references, citings</u>

We present *blue-c*, a new immersive projection and 3D video acquisition environment for virtual design and collaboration. It combines simultaneous acquisition of multiple live video streams with advanced 3D projection technology in a CAVE™-like environment, creating the impression of total immersion. The blue-c portal currently consists of three rectangular projection screens that are built from glass panels containing liquid crystal layers. These screens can be switched from a whiti ...

Keywords: 3D Video, graphics hardware, real-time graphics, spatially immersive displays, virtual environments

5 <u>Projective and view-dependent textures: Textured depth meshes for real-time rendering of arbitrary scenes</u>

Stefan Jeschke, Michael Wimmer
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: <u>pdf(1.38 MB)</u>   Additional Information: <u>full citation, abstract, references, citings, index terms</u>

This paper presents a new approach to generate textured depth meshes (TDMs), an impostor-based scene representation that can be used to accelerate the rendering of static polygonal models. The TDMs are precalculated for a fixed viewing region (view cell).The approach relies on a layered rendering of the scene to produce a voxel-based representation. Secondary, a highly complex polygon mesh is constructed that covers all the voxels. Afterwards, this mesh is simplified using a special error metric ...

6 <u>Session P1: point-based rendering and modeling: POP: a hybrid point and polygon rendering system for large data</u>

Baoquan Chen, Minh Xuan Nguyen
October 2001 **Proceedings of the conference on Visualization '01**

Full text available: <u>pdf(6.40 MB)</u> <u>Publisher Site</u>   Additional Information: <u>full citation, abstract, references, citings, index terms</u>

We introduce a simple but effective extension to the existing pure point rendering systems. Rather than using only points, we use both points and polygons to represent and render large mesh models. We start from triangles as leaf nodes and build up a hierarchical tree structure with intermediate nodes as points. During the rendering, the system determines whether to use a point (of a certain intermediate level node) or a triangle (of a leaf node) for display depending on the screen contribution ...

Keywords: hybrid rendering systems, level of detail algorithms, rendering system, spatial data structures

7 <u>Seamless multi-projector display on curved screens</u>
Jeroen van Baar, Thomas Willwacher, Srinivas Rao, Ramesh Raskar

May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(7.33 MB)   Additional Information: full citation, abstract, references, index terms

We describe a new technique to display seamless images using overlapping projectors on curved surfaces. Our method addresses issues such as automatic registration, smooth intensity blending and efficient rendering. Previous techniques for automatically registered seamless displays have focused mainly on planar displays. Techniques for curved screens currently involve cumbersome manual alignment to make the installation conform to the intended design.

Keywords: calibration, curved surfaces, projectors, rendering, seamless displays, virtual reality

8 Permission grids: practical, error-bounded simplification

Steve Zelinka, Michael Garland
April 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 2 .

Full text available: pdf(2.53 MB)   Additional Information: full citation, abstract, references, citings, index terms

We introduce the *permission grid*, a spatial occupancy grid which can be used to guide almost any standard polygonal surface simplification algorithm into generating an approximation with a guaranteed geometric error bound. In particular, all points on the approximation are guaranteed to be within some user-specified distance from the original surface. Such bounds are notably absent from many current simplification methods, and are becoming increasingly important for applications in scient ...

Keywords: Error bounds, level of detail, surface simplification

9 Meshes & surfaces: Adaptive sampling of intersectable models exploiting image and object-space coherence

Anders Adamson, Marc Alexa, Andrew Nealen
April 2005 **Proceedings of the 2005 symposium on Interactive 3D graphics and games**

Full text available: pdf(6.01 MB)   Additional Information: full citation, abstract, references, index terms

We present a sampling strategy and rendering framework for intersectable models, whose surface is implicitly defined by a black box intersection test that provides the location and normal of the closest intersection of a ray with the surface. To speed up image generation despite potentially slow intersection tests, our method exploits spatial coherence by adjusting the sampling resolution in image space to the surface variation in object space. The result is a set of small, view-dependent biline ...

Keywords: adaptive sampling, object-space coherence

10 Fast approximate visible set determination for point sample clouds

Stephan Mantler, Anton L. Fuhrmann
May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available: pdf(1.16 MB)   Additional Information: full citation, abstract, references, index terms

We present a fast, efficient method to determine approximate visible sets for vegetation rendered as point sample clouds. A hardware accelerated preprocessing step is used to determine exact visibility for a selected set of views; at runtime the current view is rendered using an approximate visible set constructed from the three closest precalculated views. We will further demonstrate how this method leads to a significant per-frame

reduction of the original data size.

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